

## Doomsday Engine - Bug #1862

### [Doom] Infunctional teleporter trigger in pwad BTSXep2

2014-09-07 22:10 - vermil

<b>Status:</b>	Closed	<b>Start date:</b>	2014-09-07
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	daniij		
<b>Category:</b>	Regression		
<b>Target version:</b>	1.15		
<b>Description</b>			
This is Back to Satan X EP2.			
In both beta1 and 2 (the two released versions as of writing) of this wad, the W1 monster teleport trigger on linedef 782 of Map04 doesn't activate in Dday, leaving the Arch Vile stuck on his ledge. The trigger functions in both GZDoom and Vanilla Doom. Also the similar setup across the other side of the room does function in Dday.			
<a href="http://www.doomworld.com/vb/showthread.php?s=&amp;postid=1301456#post1301456">http://www.doomworld.com/vb/showthread.php?s=&amp;postid=1301456#post1301456</a>			
The forum thread title may change as future releases are made, thus the above link is directly to the first post of the thread.			
<b>Related issues:</b>			
Related to Bug #1800: [Doom] Monster Teleport Issue (TNT MAP31)		<b>Closed</b>	<b>2014-05-08</b>

#### History

##### #1 - 2014-09-14 23:22 - vermil

I've just remembered the report about the TNT Map31 teleports not reliably functioning and actually wonder if this the BTSXep2 teleporter mentioned above is another example of the same underlying issue mentioned in that report and hence that this issue should be merged into that one?

<http://tracker.skyjake.fi/issues/1800>

I'd also like to point out another example of a monster pen's teleports not functioning in Dday.

The Blue Key monster teleport trap on E1M2 of this Vanilla Doom pwad doesn't work in Dday:

[http://www.doomworld.com/idgames/index.php?file=levels/doom/a-c/class\\_ep.zip](http://www.doomworld.com/idgames/index.php?file=levels/doom/a-c/class_ep.zip)

##### #2 - 2014-09-15 15:22 - daniij

Evidently this is not the same as Issue [#1800](#)

The reason the teleport fails is because the teleport destination at XY [3268, 1692] is encroached by a Revenant. As stomping does not occur by default, the conclusion is that teleporting should not occur (until such time as said Revenant moves, of course).

##### #3 - 2014-09-16 00:05 - daniij

- Category set to Regression

- Status changed from New to In Progress

- Assignee set to daniij

- Target version set to 1.15

##### #4 - 2014-09-16 00:08 - daniij

On closer inspection it turns out that there is indeed a logic regression here. The collision test in PIT\_StompThing is being short-circuited, the result of a refactoring oversight.

##### #5 - 2014-09-26 01:29 - daniij

- Status changed from In Progress to Closed

- % Done changed from 0 to 100

##### #6 - 2014-10-05 19:47 - daniij

- Related to Bug #1800: [Doom] Monster Teleport Issue (TNT MAP31) added